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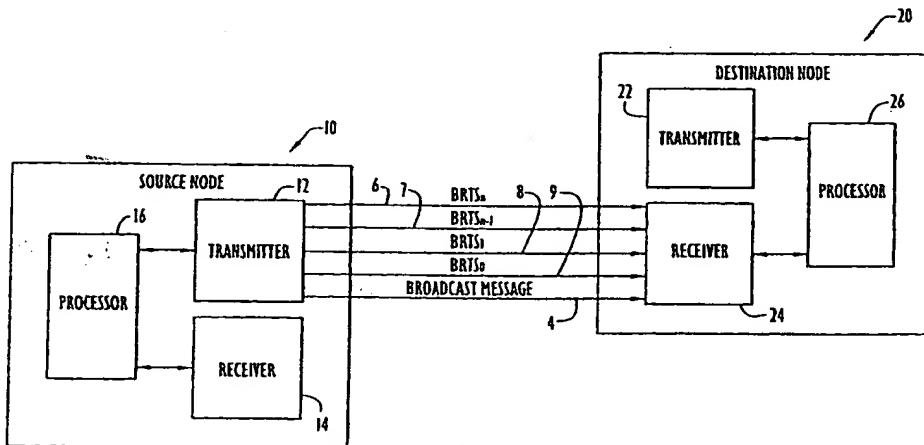
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(54) Title: METHOD AND APPARATUS FOR BROADCASTING MESSAGES IN CHANNEL RESERVATION COMMUNICATION SYSTEMS



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(57) Abstract: A method and apparatus for broadcasting messages in accordance with the present invention transmits a broadcast message within a wireless communication system or network via utilization of redundant Request-to-Send type or broadcast notice messages or packets (BRTS). A source node repeatedly transmits a sequence of these messages over a system reservation channel with each message containing a sequence identifier. The sequence identifier of each succeeding message has a value immediately preceding the identifier of the previously transmitted broadcast notice message. A destination node receives the messages and determines the transmission time of the broadcast message based on each received message identifier. Subsequent transmission and reception of the final broadcast notice message in the sequence, the broadcast message is transmitted by the source node to the destination node over a data channel identified in the transmitted messages. The quantity of broadcast notice messages may be dynamically adjusted to maintain system performance at a desired level.

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**METHOD AND APPARATUS FOR BROADCASTING MESSAGES IN CHANNEL RESERVATION COMMUNICATION SYSTEMS**

**1 CROSS-REFERENCE TO RELATED APPLICATIONS**

2 This application claims priority from U.S. Provisional Patent Application Serial No.  
3 60/164,956, entitled "Broadcast Method in Channel Reservation System and Apparatus" and  
4 filed November 12, 1999. The disclosure of that provisional application is incorporated herein  
5 by reference in its entirety.

**6 BACKGROUND OF THE INVENTION**

**7 1. Technical Field**

8 The present invention pertains to communication systems. In particular, the present  
9 invention pertains to a channel reservation communication system employing reliable  
10 transmission of broadcast messages (e.g., messages transmitted from a system source node  
11 to plural destination nodes within the system).

**12 2. Discussion of Related Art**

13 Generally, wireless communication systems or networks employ radio channels that  
14 are shared by each radio node within a system. However, simultaneous transmission of  
15 messages by radio nodes over the same radio channel produces collisions that degrade system  
16 performance. These collisions basically prevent reception of messages by the nodes, thereby  
17 causing the messages to be dropped and/or re-transmitted. Various conventional channel  
18 access schemes or protocols may be employed by a communication system to reduce the  
19 occurrence of collisions, such as Carrier Sense Multiple Access with Collision Avoidance  
20 (CSMA/CA), Time Division Multiple Access (TDMA) and channel reservation.

21 With respect to channel reservation, these types of schemes are typically employed  
22 by wireless communication systems to enhance reliability of packet transmissions. Basically,  
23 channel reservation schemes utilize one or more channels for transferring data and an  
24 additional independent channel for transference of reservation control information (e.g.,  
25 information to reserve a data channel for transference of the data), and typically conduct a  
26 two-way handshake to initiate the data transference. In particular, a source node  
27 communications device, such as a modem, initially reserves a data channel for transmission

1 of a data packet in response to the data packet being received from a succeeding layer of a  
2 communications protocol employed by the system. Communications protocols typically  
3 include hierarchical layers with each layer having a specific function that, in combination,  
4 receive, process and transmit messages. The layer functions may range from packet  
5 generation and processing to physical or hardware functions of facilitating communications  
6 across the network. Channel reservation is accomplished by the source node transmitting a  
7 Request-to-Send (RTS) packet to an intended destination node over the reservation channel  
8 in response to detecting available data channel space. The RTS packet generally includes  
9 information that informs the destination node of a pending data packet and permits the  
10 destination node to determine the presence of sufficient available data channel space for the  
11 source node to transmit that packet. If the destination node detects sufficient available channel  
12 space for transmission of the pending data packet, a Clear-to-Send (CTS) packet is transmitted  
13 over the reservation channel from the destination node to the source node and includes  
14 appropriate information to enable reservation of the data channel space for transmission of  
15 the data packet. Once the source node receives the CTS packet, the data packet is transmitted  
16 from the source node to the destination node over the reserved data channel space. Since the  
17 destination node determines appropriate conditions for transmission of data packets, the  
18 probability of collisions due to "hidden terminals" (e.g., nodes that simultaneously transmit  
19 messages to a common destination node without being aware of the other transmissions,  
20 thereby causing collisions at the common destination node) is minimized.

21 The channel reservation technique described above typically enhances  
22 communications for point-to-point messages (e.g., messages that are directed from a source  
23 node to one specific destination node). However, with respect to transmission of broadcast  
24 messages (e.g., messages transferred from one source node to plural destination nodes), this  
25 technique suffers from several disadvantages. In particular, the identities of intended  
26 destination nodes for a broadcast message are typically unknown to a source node (e.g., at the  
27 physical layer of the communications protocol where messages are transferred onto the  
28 network), thereby imposing a substantial barrier for addressing and transmitting RTS packets  
29 to different destination nodes. Further, even if destination nodes for a broadcast message are  
30 identified by a source node, a substantial quantity of CTS messages are sent by the destination  
31 nodes over the reservation channel in response to receiving an RTS packet, thereby causing

1       collisions in the reservation channel and reducing the success rate of reserving suitable data  
2       channel space.

3           Since broadcast messages cannot be efficiently transmitted utilizing conventional  
4       channel reservation schemes as described above, different techniques may be more suitable  
5       for handling those types of messages. For example, one approach may include transmitting  
6       the broadcast message via a modified channel reservation scheme. In particular, a source  
7       node initially transmits an RTS message over a reservation channel to all nodes within the  
8       source node transmission range. Once the RTS message is received, the destination nodes  
9       wait for transmission of the broadcast message over a data channel identified in the RTS  
10      packet, while the source node waits for expiration of a predetermined time interval. When the  
11      time interval expires, the source node transmits the broadcast message over the identified data  
12      channel.

13       The above-described techniques suffer from several disadvantages. In particular, the  
14      techniques described above generally do not provide reliable broadcast communications and  
15      adversely affect channel conditions. Since channel space for transmission of broadcast  
16      messages cannot be securely reserved, transmission of these messages causes collisions in the  
17      data channel when there is transmission of other data packets. Although collisions within the  
18      data channel are infrequent when employing the channel reservation techniques described  
19      above with a low or light traffic load, the frequency of collisions with these techniques  
20      increases with heavier traffic loads, thereby causing re-transmission of point-to-point  
21      messages and congestion of the data channels. Thus, performance of the above-described  
22      techniques depends upon the condition of the reservation and data channels. In other words,  
23      these techniques enhance communications when channel use is low, but have poor  
24      performance and degrade channel conditions when the channels are heavily utilized or  
25      congested.

26

27            OBJECTS AND SUMMARY OF THE INVENTION

28       Accordingly, it is an object of the present invention to broadcast messages within a  
29       communications system while minimizing performance degradation due to increased system  
30       traffic.

1           It is another object of the present invention to enhance reliability of broadcast  
2           transmissions within a communication system and maintain system performance at a desired  
3           level.

4           Yet another object of the present invention is to utilize redundant Request-to-Send  
5           type messages (BRTS) in a communication system to ensure reliability of broadcast  
6           transmissions.

7           Still another object of the present invention is to dynamically adjust the quantity of  
8           RTS type messages (BRTS) transmitted within a communication system to enhance reliability  
9           of broadcast transmissions and control system performance.

10          The aforesaid objects may be achieved individually and/or in combination, and it is  
11          not intended that the present invention be construed as requiring two or more of the objects  
12          to be combined unless expressly required by the claims attached hereto.

13          According to the present invention, a broadcast message is transmitted within a  
14          wireless communication system or network via utilization of redundant Request-to-Send type  
15          or broadcast notice messages or packets (BRTS). A source node repeatedly transmits a  
16          sequence of these messages over a system reservation channel with each message containing  
17          a sequence identifier. The sequence identifier of each succeeding message has a value  
18          immediately preceding the identifier of the previously transmitted broadcast notice message.  
19          A destination node receives the messages and determines the transmission time of the  
20          broadcast message based on each received message identifier. Subsequent transmission and  
21          reception of the final broadcast notice message in the sequence, the broadcast message is  
22          transmitted by the source node to the destination node over a data channel identified in the  
23          transmitted messages. The quantity of broadcast notice messages may be dynamically  
24          adjusted to maintain system performance at a desired level.

25          The present invention achieves a greater success rate for transmission of broadcast  
26          messages than conventional techniques that provide limited channel reservation capability,  
27          and has a system performance that degrades gracefully and to a lesser degree than those  
28          techniques as the channels become congested. Further, the present invention achieves greater  
29          transmission reliability, and by dynamically controlling parameters or the quantity of the  
30          broadcast notice messages employed, provides a manner in which to maintain a pre-defined  
31          success rate under dynamically changing conditions. In other words, transmission

1 performance of the present invention may be maintained as channels become congested by  
2 dynamically adjusting parameters. The present invention basically utilizes redundant  
3 broadcast notice messages to ensure broadcast transmission reliability, thereby enhancing  
4 transmission performance and reducing reservation channel capacity. Since utilization of the  
5 reservation channel is generally low, increase in reservation channel traffic due to the  
6 redundant broadcast notice messages has a limited impact on the reservation channel.

7 The above and still further objects, features and advantages of the present invention  
8 will become apparent upon consideration of the following detailed description of specific  
9 embodiments thereof, particularly when taken in conjunction with the accompanying  
10 drawings, wherein like reference numerals in the various figures are utilized to designate like  
11 components.

12

#### 13 BRIEF DESCRIPTION OF THE DRAWINGS

14 Fig. 1 is a block diagram of network nodes transmitting and receiving a broadcast  
15 message in accordance with the present invention.

16 Fig. 2 is a graphical illustration of a time line for broadcasting a message according  
17 to the present invention.

18 Fig. 3 is a graphical illustration of a timing diagram for transmission of a point-to-  
19 point message.

20 Fig. 4 is a graphical illustration of the relationship between the rate of reservation  
21 channel utilization and the quantity of transmitter/receiver node pairs for an exemplary  
22 network.

23 Figs. 5A - 5B are procedural flow charts illustrating the manner in which a network  
24 node transmits a broadcast message according to the present invention.

25 Figs. 6A - 6B are procedural flow charts illustrating the manner in which a network  
26 node receives and processes a broadcast message according to the present invention.

27 Fig. 7 is a graphical illustration of the relationship between the probability of success  
28 of transmitting a broadcast message and the quantity of broadcast notice messages (BRTS)  
29 employed in accordance with the present invention.

1                   Fig. 8 is a graphical illustration of the quantity of broadcast notice messages (BRTS)  
2                   required for various probabilities of idle channels to achieve particular probabilities of success  
3                   in accordance with the present invention.

4

5                   DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

6                   The present invention is directed toward a system and method for enhancing reliability  
7                   in the transmission of broadcast messages. Exemplary wireless network nodes of the present  
8                   invention transmitting and receiving a broadcast message are illustrated in Fig. 1. Specifically,  
9                   a source node 10 transmits a broadcast message or packet 4 to a destination node 20. The  
10                  source node includes a transmitter 12, a receiver 14 and a processor 16. The processor is  
11                  preferably implemented by a conventional microprocessor or controller and controls node 10  
12                  to transmit and receive messages in accordance with communication protocols as described  
13                  below. The transmitter is preferably implemented by a conventional transmitter and transmits,  
14                  preferably in the form of radio frequency (RF) signals, messages received from the processor  
15                  in accordance with processor instructions. Receiver 14 is typically implemented by a  
16                  conventional receiver and is configured to receive signals transmitted by the transmitter of  
17                  another node (e.g., preferably in the form of radio frequency (RF) signals). The receiver  
18                  receives the transmitted signals and forwards the received signals to processor 16 for  
19                  processing. Destination node 20 is substantially similar to node 10 and includes a transmitter  
20                  22, a receiver 24 and a processor 26. The destination node transmitter, receiver and processor  
21                  are substantially similar to the transmitter, receiver and processor of source node 10 described  
22                  above.

23                  Source node 10 transmits a broadcast message 4 to destination node 20 utilizing a  
24                  channel reservation type scheme. As described above, channel reservation type techniques  
25                  generally employ one or more channels for transmitting data and an additional independent  
26                  channel for transference of reservation control information (e.g., information to reserve a data  
27                  channel for transference of the data). Channel reservation typically includes a two-way  
28                  handshake process. For example, a source node initially reserves data channel space for  
29                  transmission of a data message or packet. This is accomplished by transmitting a Request-to-  
30                  Send (RTS) packet to an intended destination node over the reservation channel in response  
31                  to detecting available data channel space. The RTS packet generally includes information that

1 informs the destination node of the pending data packet and permits the destination node to  
2 determine the presence of sufficient available data channel space for the source node to  
3 transmit the packet. If the destination node determines that sufficient data channel space is  
4 available, a Clear-to-Send (CTS) packet including appropriate information to enable  
5 reservation of the data channel space is transmitted over the reservation channel from the  
6 destination node to the source node. Once the source node receives the CTS packet, the data  
7 packet is transmitted from the source node to the destination node via the reserved data  
8 channel space. However, this technique is problematic for broadcast messages since the  
9 destination nodes are usually not known, or if the destination nodes are known, collisions  
10 within the reservation channel are created due to the transmission of numerous CTS messages  
11 by intended destination nodes. These disadvantages degrade reliability of broadcast message  
12 transmission and reception.

13 The present invention employs a channel reservation type scheme that enhances  
14 reliability of transmission and reception of broadcast messages (e.g., messages transmitted  
15 from a network node to plural destination network nodes) as illustrated in Figs. 1-2. Initially,  
16 source node 10 desires to transmit broadcast message 4 to network nodes within range of the  
17 source node transmitter, including destination node 20. The source node basically transmits  
18 a pre-determined quantity or sequence of Request-to-Send type or broadcast notice message  
19 or packets (BRTS). These packets each typically include a packet identifier, a data channel  
20 for transmission of the broadcast message and other information to facilitate transmission and  
21 reception of the broadcast message. Once the final broadcast notice packet in a sequence is  
22 transmitted, the source node transmits the broadcast message over the data channel identified  
23 in the broadcast notice packets. Thus, the actual interaction between a source node transmitter  
24 and destination node receiver is limited. In particular, source node 10 receives a data packet  
25 from an upper layer of a communications protocol (e.g., a Medium Access Control (MAC)  
26 layer of a communications protocol Data Link Layer which basically transfers data across a  
27 shared channel) implemented by processor 16. The source node transmits an initial BRTS  
28 packet 6 having an identifier 'n' (BRTS<sub>n</sub>) and subsequently waits a predetermined time  
29 interval to transmit a succeeding BRTS packet 7 having an identifier 'n-1' (BRTS<sub>n-1</sub>). Each  
30 packet identifier is preferably in the form of an integer that represents the position of that  
31 broadcast notice packet in the sequence prior to transmission of broadcast message 4. For

1 example, BRTS<sub>3</sub> indicates that three additional broadcast notice packets (e.g., BRTS<sub>2</sub>, BRTS<sub>1</sub>  
 2 and BRTS<sub>0</sub>) are sent prior to transmission of broadcast message 4. The identifiers typically  
 3 start at a predetermined integer 'n' and are decremented with each successive broadcast notice  
 4 packet, where BRTS<sub>n</sub> represents an initial packet and BRTS<sub>0</sub> represents the final packet in the  
 5 broadcast notice packet sequence. Thus, BRTS packet 7 has an identifier 'n-1' that precedes  
 6 the identifier 'n' of BRTS packet 6 in the sequence, and the total quantity of broadcast notice  
 7 packets within the sequence is 'n+1'. Each broadcast notice packet is associated with a  
 8 transmission start time, t<sub>i</sub>, and a reception time, t'<sub>i</sub>, where 'i' represents the packet identifier  
 9 of a broadcast notice packet within a transmission sequence. The time interval, T<sub>i</sub>, between  
 10 transmission of succeeding broadcast notice packets in a sequence (e.g., the interval between  
 11 reception of a broadcast notice packet having identifier 'i + 1' and transmission of a broadcast  
 12 notice message having identifier 'i') may be represented as follows:

13

$$14 \quad T_i = \begin{cases} 0 & i=n \\ t_i - t'_{i+1} & i=n-1 \dots 0 \end{cases}$$

15

16 where 'n' represents the identifier of an initial packet within the broadcast notice packet  
 17 sequence. Thus, the initial transmission packet does not have a delay, while the transmission  
 18 interval for subsequent broadcast notice packets is determined from the difference between  
 19 the transmission time of a current packet and the reception time of a prior packet.

20 Broadcast notice packets are transmitted in sequence at the appropriate transmission  
 21 times, t<sub>i</sub>, until a final packet 9 in the sequence (BRTS<sub>0</sub>) has been sent. After the final  
 22 broadcast notice packet is transmitted, the source node transmits broadcast message 4. The  
 23 broadcast message should be received by time t''<sub>E</sub>, while time T''<sub>E</sub> represents the expected  
 24 time interval to completion of the transmission process after the final broadcast notice packet  
 25 is received at time t'<sub>0</sub>. This interval may be represented as T''<sub>E</sub> = t''<sub>E</sub> - t'<sub>0</sub>. The broadcast notice  
 26 packets are transmitted over the reservation channel in sequence prior to transmission of the  
 27 broadcast message, while the broadcast message is transmitted in a pre-selected data channel  
 28 indicated within those packets. The broadcast notice packets enhance the probability of  
 29 detection by destination nodes of the scheduled broadcast message transmission.

30 In operation, the time interval between transmissions of broadcast notice packets, T<sub>i</sub>,  
 31 and the expected interval time to completion after reception of the final broadcast notice

1       packet in the sequence,  $T''_E$ , are predefined constants. Accordingly, if a broadcast notice  
 2       packet having an identifier 'm' ( $BRTS_m$ ; where 'm' is generally in the form of an integer and  
 3       greater than or equal to zero) is received at a time,  $t_x$ , the estimated time for the source node  
 4       transmitting that packet to transmit the final broadcast notice packet in the sequence may be  
 5       determined as follows:

$$6 \quad t_o = \begin{cases} t_x - T'_{RTS} & m=0 \\ t_x + (m-1) T'_{RTS} + \sum_{i=0}^{m-1} T_i & m>0; \end{cases} \quad (1)$$

11      where  $T'_{RTS}$  is the time interval between the start of transmission of a broadcast notice packet  
 12     at a source node and completion of reception of that packet at a destination node. In other  
 13     words,  $T'_{RTS}$  is typically known and may be expressed mathematically as  $T'_{RTS} = t'_i - t_i$ .

14      The time for reception of the broadcast message,  $t''_E$ , may be determined from the  
 15     transmission time of the final broadcast notice packet, the interval between transmission and  
 16     reception of that packet, and the expected time interval to completion,  $T''_E$ , as follows:

$$17 \quad t''_E = t_o + T'_{RTS} + T''_E \quad (2)$$

18      Substituting the expressions for  $t_o$  from equation (1) into equation (2), the reception time for  
 19     a broadcast message by a destination node,  $t''_E$ , may be determined as follows:

$$20 \quad t''_E = \begin{cases} t_x + T''_E & m=0 \\ t_x + mT'_{RTS} + T''_E + \sum_{i=0}^{m-1} T_i & m>0. \end{cases} \quad (3)$$

25      As discussed above, the transmission interval between broadcast notice packets,  $T_i$ ,  
 26     and the interval between transmission of the broadcast notice packet in a sequence and  
 27     reception of the broadcast message,  $T''_E$ , are pre-defined. Thus, the transmission and  
 28     propagation intervals of a broadcast notice packet are known. Accordingly, a destination node  
 29     may determine the transmission time,  $t_o$ , of a final broadcast notice packet from equation (1)  
 30     above based on the broadcast notice packet identifier and the known values of  $T'_{RTS}$ ,  $T_i$ , and  
 31     the reception time,  $t_x$ , of the broadcast notice packet. The destination node may further apply  
 32     the determined  $t_o$  value and the known  $T'_{RTS}$  and  $T''_E$  values to equation (2) above and predict  
 33     the scheduled transmission time of a broadcast message. Since the destination node is aware  
 34     of the transmission time of the broadcast message, that message is received unless the

1 destination node somehow misses all of the transmitted broadcast notice packets in a  
2 sequence. This occurrence is infrequent and unlikely, thereby enhancing reliability of the  
3 broadcast message. Further, since reception of the broadcast message is enhanced, occurrence  
4 of collisions within the data channel utilized for transmission of the broadcast message is  
5 similarly reduced.

6 Basically, the above broadcast transmission protocol sacrifices reservation channel  
7 capacity to achieve enhanced transmission performance. This trade-off is feasible since the  
8 reservation channel typically has a low utilization rate as illustrated in Fig. 3 by an exemplary  
9 network employing a conventional channel reservation protocol as described above to  
10 transmit point-to-point messages. In particular, a network source node initially transmits to  
11 a particular destination node a Request-to-Send (RTS) packet 30 on a reservation channel to  
12 indicate that a point-to-point message 34 is to be sent. The destination node receives the RTS  
13 packet and responds with a Clear-to-Send (CTS) packet 32 over the reservation channel to  
14 reserve a particular data channel and indicate that the message may be transmitted as  
15 described above. Message 34 and an acknowledgment 36 are subsequently sent to the  
16 destination node via the reserved data channel. The above data transference occurs within  
17 each transmission cycle and is exemplary of a maximum channel utilization rate. By way of  
18 example only: the network RTS, CTS and acknowledgment packets each include forty-six  
19 bits; the message includes 2,048 bits; the data channels may be used continuously for  
20 transmission of the messages; and there is no propagation delay for message transmissions.

21 As discussed above, an RTS and CTS packet are transmitted over the reservation  
22 channel with an acknowledgment packet sent over the data channel for each transmitted point-  
23 to-point message. Therefore, 2,094 bits (e.g., 2,048 bits for the message and forty-six bits for  
24 the acknowledgment) are transmitted over the data channel, while ninety-two bits (e.g., forty-  
25 six bits for each of the RTS and CTS packets) are transmitted over the reservation channel.  
26 Since the transmission cycle is repeated without propagation delay, the utilization rate of the  
27 reservation channel when one channel is employed for packet transmission is:

$$28 \quad \frac{\text{RTS packet} + \text{CTS packet}}{\text{Message} + \text{Acknowledgment}} = \frac{46 + 46}{2048 + 46} = 4.39\%$$

29

30

31 Thus, the reservation channel utilization rate under normal conditions should be less than  
32 4.39% when one source node/destination node pair is employed. However, if 'P' node pairs

1 (e.g., where  $P$  is greater than one) within radio range engage in simultaneous message  
2 transmissions, the reservation channel utilization upper limit is 4.39% multiplied by ' $P$ '  
3 (e.g.,  $4.39P\%$ ). A plot of the relationship between the reservation channel utilization upper  
4 limit and quantity of node pairs engaged in simultaneous message transmissions is illustrated  
5 in Fig. 4.

6 When the exemplary network employs two data channels, simultaneous message  
7 transmissions may occur. For example, if the exemplary network included ten nodes or five  
8 node pairs (e.g., ' $P$ ' equal to five) within radio range, the upper limit of reservation channel  
9 utilization is 4.39% multiplied by five, or 21.95%. Since the network nodes require special  
10 positioning to enable power control functionality and the channel reservation scheme to  
11 accommodate channel reservation and simultaneous transmissions by such nodes, it is  
12 unlikely that this quantity of nodes would conduct simultaneous transmissions within the  
13 exemplary network. Thus, for normal operating conditions, the reservation channel utilization  
14 of the network should not be greater than 21.95%, thereby indicating low utilization of the  
15 reservation channel. Since the reservation channel has a low utilization rate, and since  
16 broadcast traffic in a wireless network typically occupies a low percentage of the overall  
17 network traffic, the increased traffic load in the reservation channel by the present invention  
18 has a limited and minimal effect on the condition of the reservation channel.

19 Each present invention node within a network may function as a source node and  
20 destination node to transmit and receive broadcast messages. The processor within each node  
21 controls the node to transmit and receive broadcast messages in accordance with the plural  
22 broadcast notice packet scheme described above. Receiving and transmission processes or  
23 state machines are executed by the processor in parallel with each associated with a particular  
24 broadcast message and functioning as an independent process to facilitate handling of  
25 transmission and reception of that message. Each receiving process further identifies its  
26 associated broadcast message to facilitate handling of messages received by different plural  
27 source nodes. The manner in which a node processor controls a node to transmit point-to-  
28 point and broadcast messages according to the present invention is illustrated in Fig. 5A.  
29 Initially, a transmitting process or state machine is created within the node processor and  
30 executed when a broadcast message is received from an upper layer of a communications  
31 protocol employed by the network and implemented by the processor. Specifically, a

1 message is received from an upper layer of the communications protocol at step 40 (e.g., the  
2 MAC Layer of a protocol Data Link Layer as described above). If the message is a point-to-  
3 point message as determined at step 42, the processor determines the existence of a broadcast  
4 transmission process at step 44. When a broadcast transmission process exists and  
5 transmission of the point-to-point message may be accomplished prior to transmission of a  
6 final broadcast notice packet (BRTS<sub>o</sub>) of the existing process as determined at step 45,  
7 transmission of the point-to-point message to the intended destination node is initiated (e.g.,  
8 an RTS packet is transmitted) at step 46. The processor basically calculates the transmission  
9 time,  $t_o$ , of the final broadcast notice packet within the transmission sequence from the  
10 aforementioned equations as described above in order to determine the feasibility of  
11 completing transmission of the point-to-point message prior to that packet transmission time.  
12 Transmission of the point-to-point message is further initiated at step 46 when the processor  
13 determines at step 44 that no broadcast transmission processes exist. If the point-to-point  
14 message can not be transmitted prior to transmission of the final broadcast notice packet, the  
15 message is stored in a buffer for subsequent transmission at step 50.

16 If the message received from the upper protocol layer is a broadcast message as  
17 determined at step 42, the processor determines at step 48 the existence of broadcast receiving  
18 or transmission processes. If either of these processes exist, the broadcast message is saved  
19 in a buffer for subsequent transmission at step 50. When no broadcast processes exist, a new  
20 process or state machine is created for the received message and a counter for the broadcast  
21 notice packets is initialized to the initial packet identifier (e.g., 'n', typically in the form of  
22 an integer greater than zero) at step 52. A transmission timer is set at step 54 to expire at time,  
23  $t_i$ , or the transmission time of a broadcast notice packet (e.g., having an identifier 'i'  
24 commensurate with the value of the packet counter). The processor waits for expiration of  
25 the timer at step 56, and subsequently controls the transmitter to transmit the broadcast notice  
26 packet at step 58. After transmission of that packet, the packet counter is decremented at step  
27 60 and typically provides the packet identifier for the succeeding broadcast notice packet. If  
28 the counter has a value greater than zero as determined at step 62, thereby indicating that  
29 transmission of a final broadcast notice packet (BRTS<sub>o</sub>) has not occurred, the transmission  
30 timer is re-set at step 54 and subsequent broadcast notice packets within the sequence (e.g.,  
31 having packet identifiers 'i' commensurate with the packet counter value) are transmitted as

1 described above. When the counter attains a value less than zero as determined at step 62, the  
2 final broadcast notice packet has been transmitted and a broadcast timer is initialized for  
3 transmission of a broadcast message at step 64. The processor waits for expiration of the  
4 broadcast timer at step 66, and subsequently controls the transmitter to transmit the broadcast  
5 message at step 68. If additional messages (e.g., new messages or messages stored in the  
6 buffer) require processing as determined at step 70, the messages are processed as described  
7 above.

8 The processor may further handle various messages that are received by the node  
9 during a broadcast transmission process as illustrated in Fig. 5B. Specifically, a message is  
10 received by the node at step 80. If the received message is a broadcast notice packet for a  
11 broadcast message as determined at step 82, the processor determines the existence of a  
12 corresponding process or state machine to handle that message at step 84. When a process for  
13 the broadcast notice packet does not exist, a new process is created to handle that packet at  
14 step 86. Otherwise, the received packet is forwarded at step 88 to the corresponding existing  
15 process for event handling as described below.

16 When the received message is identified as an RTS packet for a point-to-point  
17 message at step 90, the processor determines the existence of a broadcast transmission process  
18 at step 92. If a transmission process exists and the point-to-point message may be received  
19 prior to transmission of a final broadcast notice packet as determined at step 94, a reply or  
20 CTS packet is transmitted at step 96 to facilitate transmission and reception of the point-to-  
21 point message. The processor basically calculates the transmission time,  $t_o$ , of the final  
22 broadcast notice packet from the aforementioned equations as described above to determine  
23 the feasibility of completing reception of the point-to-point message prior to that packet  
24 transmission time. The reply is further transmitted at step 96 in response to the processor  
25 determining that no transmitting processes exist at step 94. When the point-to-point message  
26 can not be received prior to transmission of a final broadcast notice packet for an existing  
27 transmission process as determined at step 94, the received RTS packet is dropped at step 98.

28 When the received message is a point-to-point CTS packet as determined at step 100,  
29 the processor determines the existence of a broadcast transmission process at step 102. If a  
30 process exists and the point-to-point message may be transmitted prior to transmission of a  
31 final broadcast notice packet for the existing process as determined at step 104, the pending

1 point-to-point message is transmitted at step 106. The processor basically calculates the final  
2 broadcast notice packet transmission time from the aforementioned equations as described  
3 above to determine the feasibility of transmitting the point-to-point message prior to the final  
4 broadcast notice packet transmission time. The point-to-point message is further transmitted  
5 at step 106 in response to the processor determining that no transmitting processes exist at  
6 step 102. When the point-to-point message can not be transmitted prior to transmission of a  
7 final broadcast notice packet of an existing transmission process as determined at step 104,  
8 the CTS packet is ignored and the pending point-to-point message is stored in a buffer for  
9 subsequent transmission at step 108.

10 When the received message is identified as a point-to-point message at step 110, an  
11 acknowledgment is transmitted to the source node at step 112. If additional messages require  
12 processing (e.g., new messages or messages stored in the buffer) as determined at step 114,  
13 the messages are processed as described above. The above processing scheme of Figs. 5A-5B  
14 allows transmission and reception of point-to-point messages in a manner that efficiently  
15 utilizes channel space during execution of a broadcast transmission process. However, no  
16 transmission of a broadcast message is initiated during execution of a broadcast transmission  
17 or receiving process in order to reduce traffic load on the reservation channel.

18 The manner in which a node processor controls the node to receive a broadcast  
19 message is illustrated in Fig. 6A. Initially, a receiving process or state machine is created in  
20 response to receiving an initial broadcast notice packet from a source node prior to  
21 transmission of the associated broadcast message. Specifically, a broadcast notice packet is  
22 received from a new source node at step 120 and a receiving process or state machine is  
23 created for the associated broadcast message. If a broadcast transmission process is executing  
24 as determined at step 122, the processor at step 124 determines whether or not the  
25 transmission process can transmit a broadcast message prior to reception of the broadcast  
26 message associated with the received broadcast notice packet. The transmission and reception  
27 times of the respective broadcast messages are determined from the respective packet  
28 identifiers and the aforementioned equations as described above. Alternatively, the identifiers  
29 of the respective packets may be compared to determine the earlier of the transmission or  
30 reception time. Basically, the packet having an identifier with a lesser value indicates the  
31 associated message having an earlier transmission or reception time. When reception of the

1 broadcast message associated with the received packet is determined to occur prior to  
2 transmission of the broadcast message associated with the executing transmission process,  
3 the transmission process is interrupted and the associated broadcast message is stored in a  
4 buffer at step 126 for subsequent transmission after reception of the message associated with  
5 the received packet. When a broadcast transmission process is not executing as determined  
6 at step 122, or when reception of the message associated with the received packet occurs after  
7 transmission by the executing broadcast process as determined at step 124, the node  
8 determines the transmission time,  $t_o$ , of the final broadcast notice packet in the sequence  
9 associated with the received packet and the estimated time of completion of the reception  
10 process,  $t''_E$ , from the aforementioned equations as described above, and sets a reception  
11 timer for the expected reception time of the message,  $t''_E$ , at step 132. This determination and  
12 timer initialization are similarly performed subsequent to message storage at step 126. The  
13 reception time is utilized by the receiver in order to direct the node to the appropriate data  
14 channel at a proper time to receive the broadcast message. Subsequently, the node waits at  
15 step 136 for the reception time of the next broadcast notice packet in the sequence or the  
16 broadcast message. Since network or other conditions may affect transmission and reception  
17 of broadcast notice packets, a broadcast message may be received by the node without prior  
18 reception of each broadcast notice packet in a sequence. Thus, the node identifies reception  
19 of a broadcast message that may be received out of sequence relative to the broadcast notice  
20 packets.

21 When the broadcast notice packet is received as determined at step 138, that packet  
22 is processed as described above. If the broadcast message is received as determined at step  
23 144, the reception timer is canceled at step 146. The node basically waits for a broadcast  
24 notice packet or the broadcast message until expiration of the reception timer or, in other  
25 words, until the expected reception time of the broadcast message has elapsed as determined  
26 at step 140. If additional messages or packets (e.g., received from a new source node or stored  
27 in the buffer) require processing as determined at step 150, the messages or packets are  
28 processed as described above.

29 The processor may further handle various messages that are received or generated by  
30 the node during the receiving process as illustrated in Fig. 6B. Specifically, a message is  
31 received by a node at step 160. If the message is a broadcast message received from a

1 communications protocol upper layer (e.g., the MAC Layer as described above) for  
2 transmission by the node as determined at step 162, the processor determines the existence  
3 of an executing broadcast transmission or receiving process at step 164. When a broadcast  
4 process is executing, the broadcast message is stored in a buffer for subsequent transmission  
5 at step 174. Otherwise, the message is processed for transmission at step 166 in the manner  
6 described above for Fig. 5A. This reduces the quantity of broadcast notice packets being  
7 transmitted in the reservation channel.

8 When the received message is a point-to-point message received from a  
9 communications protocol upper layer (e.g., the MAC Layer as described above) for  
10 transmission as determined at step 168, the processor determines the time interval available  
11 before the transmission time,  $t_o$ , of a final broadcast notice packet for each broadcast message  
12 receiving process. This is typically accomplished by examining identifiers of recently  
13 received broadcast notice packets and determining the time based on the aforementioned  
14 equations as described above. If the point-to-point message can be transmitted prior to the  
15 earliest time,  $t_o$ , for the existing broadcast receiving processes as determined at step 170,  
16 transmission of the received point-to-point message is initiated (e.g., an RTS packet is  
17 transmitted) at step 172. Otherwise, the point-to-point message is stored in a buffer for  
18 subsequent transmission at step 174. The messages stored in the buffer are transmitted after  
19 completion of the receiving process as described above.

20 If the received message is an RTS packet for a point-to-point message as determined  
21 at step 176, the processor determines the existence of a broadcast receiving process at step  
22 178. If a broadcast receiving process exists, the processor determines the time interval  
23 available before the transmission time,  $t_o$ , of a final broadcast notice packet for each existing  
24 broadcast receiving process as described above. If the point-to-point message may be  
25 received prior to the earliest final packet transmission time,  $t_o$ , of the existing broadcast  
26 receiving processes, a reply or CTS packet is transmitted at step 182 to facilitate transmission  
27 and reception of the point-to-point message. The reply is further transmitted at step 182 in  
28 response to the processor determining that no broadcast receiving process exists at step 178.  
29 When the point-to-point message can not be received prior to the earliest final packet  
30 transmission time as determined at step 180, the RTS packet is dropped at step 184.

1           When the received message is a point-to-point CTS packet as determined at step 186,  
2 the processor determines the existence of a broadcast receiving process at step 188. If a  
3 broadcast receiving process exists, the processor determines the time interval available before  
4 the transmission time,  $t_o$ , of a final broadcast notice packet for each existing broadcast  
5 receiving process as described above. If the point-to-point message may be transmitted prior  
6 to the earliest final packet transmission time,  $t_o$ , of the existing broadcast receiving processes  
7 as determined at step 190, the point-to-point message is transmitted at step 192. The point-to-  
8 point message is further transmitted at step 192 in response to the processor determining that  
9 no broadcast receiving process exists at step 188. When the point-to-point message can not  
10 be transmitted prior to the earliest final transmission time as determined at step 190, the CTS  
11 packet is ignored and the point-to-point message is stored in a buffer for subsequent  
12 transmission at step 194.

13           If the received message is a point-to-point message as determined at step 196, an  
14 acknowledgment is transmitted to the source node at step 198.

15           When the received message is a broadcast notice packet (BRTS) as determined at step  
16 200, the processor determines the existence of a corresponding broadcast receiving process  
17 at step 202. If a broadcast receiving process associated with the received packet does not  
18 exist, a new process is created at step 204; otherwise, the received packet is forwarded to the  
19 corresponding process at step 206. The received packet is subsequently processed in  
20 substantially the same manner described above for Fig. 6A. If additional messages require  
21 processing (e.g., new messages or messages stored in the buffer) as determined at step 208,  
22 the messages are processed as described above. The above processing scheme of Figs. 6A-6B  
23 allows transmission and reception of point-to-point messages in a manner that efficiently  
24 utilizes channel space during execution of a broadcast receiving process. However, no  
25 transmission of a broadcast message is initiated during execution of a broadcast transmission  
26 or receiving process in order to reduce traffic load on the reservation channel. The various  
27 received packets (e.g., RTS, BRTS, CTS, etc.) typically include an identifier to indicate the  
28 type of message (e.g., broadcast or point-to-point) being sent.

29           As discussed above, a destination node fails to receive a broadcast message only in  
30 the event that all broadcast notice packets are missed. Since plural broadcast notice packets  
31 are used to indicate transmission of a pending broadcast message, the probability of failing

1 to receive the broadcast notice packets should decrease as the quantity of broadcast notice  
 2 packets employed by the scheme increases. For example, and with reference to the exemplary  
 3 network described above for Figs. 3-4,  $P_{idle}$  represents the probability that all channels are idle,  
 4 while  $P_{idle,j}$  represents the probability of a channel being idle from the perspective of a node.  
 5 Accordingly,

$$6 \quad P_{idle} = \prod_{j=0}^{r=2} P_{idle,j} \quad (4)$$

$$7$$

$$8$$

$$9$$

10 where 'j' is in the form of an integer generally greater than or equal to one and represents a  
 11 channel; 'r' is in the form of an integer and represents the quantity of channels; and the  
 12 exemplary network includes two channels (e.g., 'r' equals two) as described above. Further,  
 13  $P_{succ}$  represents the probability of successfully transmitting a broadcast message employing  
 14 the scheme of the present invention, and from equation (4) above may be defined as follows:

$$15 \quad P_{succ} = 1 - (1 - P_{idle})^{k+1} = 1 - (1 - \prod_{j=0}^{r=2} P_{idle,j})^{k+1} \quad (5)$$

$$16$$

$$17$$

$$18$$

19 where  $k$  is in the form of an integer generally greater than or equal to zero and indicates the  
 20 quantity of broadcast notice packets employed (e.g.,  $k = n + 1$  with respect to Fig. 2). A plot  
 21 of the relationship between  $P_{succ}$  and the quantity of broadcast notice packets ( $k$ ) employed for  
 22 various values of  $P_{idle}$  is illustrated in Fig. 7. The plot indicates that for a fixed value of  $P_{idle}$ ,  
 23 the value of  $P_{succ}$  increases as the quantity of broadcast notice packets increases. In fact, the  
 24 value of  $P_{succ}$  may be controlled by adjusting the quantity of broadcast notice packets  
 25 according to the relationship defined in equation (5) above. Thus, a desirable transmission  
 26 performance may be maintained by employing an appropriate quantity of broadcast notice  
 27 packets in the scheme of the present invention.

28 Accordingly, the present invention may be employed in an adaptive configuration to  
 29 achieve a desired performance. Basically, the present invention may vary the quantity of  
 30 broadcast notice packets utilized within each broadcast transmission process according to the  
 31 condition of the channels. In other words, a greater quantity of broadcast notice packets are  
 32 employed when channels are heavily utilized, while a lesser quantity is employed for low  
 33 channel utilization. The quantity of broadcast notice packets ( $k$ ) may be derived from equation  
 34 (5) above and is determined as follows:

$$\begin{aligned}
 1 \quad k &= \left\lceil \frac{\log(1 - P_{\text{succ}}) - 1}{\log(1 - P_{\text{idle}})} \right\rceil = \left[ \frac{\log(1 - P_{\text{succ}}) - 1}{\log(1 - \prod_{j=0}^r P_{\text{idle},j})} \right] \quad (6) \\
 2 \\
 3 \\
 4 \\
 5
 \end{aligned}$$

6 where the brackets ('[ ]') indicate an operator that provides an integer larger than or equal to  
 7 the enclosed value. A plot of the quantity of broadcast notice packets required to maintain  
 8 particular  $P_{\text{succ}}$  values (e.g., 0.99, 0.95, 0.9 and 0.85) for various probabilities of idle channels  
 9 is illustrated in Fig. 8. If the value of  $P_{\text{idle}}$  is known when a broadcast transmission process is  
10 initiated, the value of  $P_{\text{succ}}$  may be maintained at a desirable level by using the appropriate  
11 quantity of broadcast notice packets. Since  $P_{\text{idle}}$  is typically unknown, a conventional adaptive  
12 estimation technique may be utilized to determine the values of  $P_{\text{idle}}$  or  $P_{\text{idle},j}$ , thereby enabling  
13 dynamic determination of the quantity of broadcast notice packets (k) to employ from  
14 equation (6) above. Thus, this dynamic determination enables maintaining performance of the  
15 scheme at a pre-defined or desired success level.

16 The transmission processes within node processors may dynamically determine the  
 17 quantity of broadcast notice packets to transmit prior to sending a broadcast message. Since  
 18 each broadcast notice packet includes an identifier indicating a position of that packet within  
 19 a sequence as described above, the packet quantity may be altered by the source node without  
 20 affecting the processing by a destination node. In other words, the destination node  
 21 determines the message reception time based on the received identifier as described above,  
 22 and receives the message at the appropriate time regardless of the value or change in the  
 23 packet quantity. Basically, the destination node determines a reception time based on the most  
 24 recently received packet identifier.

25 The present invention enables messages to be broadcasted across a communication  
 26 network having any quantity of nodes, where the network nodes are substantially similar to  
 27 each other and to source node 10 and destination node 20 described above for Fig. 1. Each  
 28 network node receiving a broadcast message typically transmits that message in the manner  
 29 described above to its neighbors to facilitate propagation of the message through the network.

30 It will be appreciated that the embodiments described above and illustrated in the  
 31 drawings represent only a few of the many ways of implementing a method and apparatus for  
 32 broadcasting messages in channel reservation communication systems.

1           The communication networks employing the present invention nodes may include any  
2           quantity of those nodes. The nodes may communicate via any suitable communications  
3           medium (e.g., wired or wireless communication devices, etc.) and utilize any quantities of  
4           reservation and data channels. The present invention node may include any quantity of  
5           conventional or other transmitters, where each transmitter may transmit signals at any suitable  
6           frequency and in any suitable energy form (e.g., radio signals, microwave, optical signals,  
7           etc.), and any quantity of conventional or other receivers, where each receiver may receive  
8           signals at any suitable frequency and in any suitable energy form (e.g., radio signals,  
9           microwave, optical signals, etc.). Alternatively, the present invention node may include any  
10          quantity of combined transmitting/receiving devices.

11          The processor of the present invention node may be implemented by any conventional  
12          or other microprocessor, controller or circuitry to perform the functions described herein,  
13          while any quantity of processors or processing devices or circuitry may be employed within  
14          the present invention node where the processor functions may be distributed in any fashion  
15          among any quantity of modules, processors or other processing devices or circuits. The  
16          software for the processor of the present invention node may be implemented in any suitable  
17          computer language, and could be developed by one of ordinary skill in the computer and/or  
18          programming arts based on the functional description contained herein and the flow charts  
19          illustrated in the drawings. Further, any references herein of software performing various  
20          functions generally refer to processors performing those functions under software control.  
21          The software and/or algorithms described above and illustrated in the flow charts may be  
22          modified in any manner that accomplishes the functions described herein.

23          The broadcast notice (BRTS) and other packets or messages (e.g., RTS, CTS,  
24          acknowledge, point-to-point message, broadcast message, etc.) may be of any size, may have  
25          any format, and may contain any desired information. Further, the various messages may  
26          include any identifier to identify the type of message or packet. The communication network  
27          may employ any suitable communications protocol to facilitate reception, processing and  
28          transference of messages or packets. The present invention may send any quantity of  
29          broadcast notice packets at any desired transmission intervals prior to transmission of the  
30          broadcast message. The broadcast notice packet identifiers may be any numeric value,  
31          alphanumeric character or other symbol, preferably having a known or assignable position

1 within an associated identifier sequence. The broadcast notice packets may be transmitted  
2 in any suitable order capable of identifying a transmission time of a final broadcast notice  
3 packet or broadcast message. The present invention node may prioritize processing of  
4 broadcast, point-to-point or other messages in any fashion. The buffer may be implemented  
5 by any suitable storage device (e.g., processor memory, external memory, file, data structure  
6 (e.g., array, queue, stack, etc.), etc.) to store messages for subsequent processing.

7 The present invention may utilize any quantity of broadcast notice packets, where the  
8 quantity may be predetermined and fixed or dynamically adjusted to any desired value. The  
9 adjustment may be based on any network conditions or other desired parameters. For  
10 example, the quantity may be altered based on channel utilization or network traffic or to  
11 maintain a particular network performance level. The probability of idle channels may be  
12 estimated utilizing any conventional or other techniques to determine the appropriate quantity  
13 of broadcast notice packets for a particular performance level. The above equations may be  
14 modified in any manner, or any conventional or other techniques may be employed by the  
15 present invention to determine the quantity of broadcast notice packets to transmit and the  
16 transmission and reception times of broadcast packets or messages. Further, the processor of  
17 the present invention node may determine transmission and reception times of point-to-point  
18 and other messages via any conventional or other techniques.

19 It is to be understood that the present invention is not limited to the applications or  
20 networks described herein, but may be utilized for various communication applications or  
21 networks, especially those employing channel reservation techniques. Since the present  
22 invention does not employ hand-shaking with destination nodes (e.g., CTS packets are not  
23 utilized), the present invention is suitable for applications where two-way hand shaking is not  
24 feasible, such as one-to-multipoint messages (e.g., broadcast and multicast messages).  
25 However, the present invention may further be applied to hand-shaking applications and for  
26 any types of messages.

27 From the foregoing description, it will be appreciated that the invention makes  
28 available a novel method and apparatus for broadcasting messages in channel reservation  
29 communication systems wherein plural broadcast notice messages are transmitted prior to  
30 transmission of the broadcast message.

1       Having described preferred embodiments of a new and improved method and  
2       apparatus for broadcasting messages in channel reservation communication systems, it is  
3       believed that other modifications, variations and changes will be suggested to those skilled  
4       in the art in view of the teachings set forth herein. It is therefore to be understood that all such  
5       variations, modifications and changes are believed to fall within the scope of the present  
6       invention as defined by the appended claims.

WHAT IS CLAIMED IS:

1. In a communications network, a communication unit to transmit and receive messages within said network comprising:
  3. a transmitter to transmit an outgoing message to at least one other communication unit within said network;
  5. a receiver to receive an incoming message from at least one other communication unit within said network; and
  7. a processor to control said transmission and reception of said outgoing and incoming messages, wherein said processor includes:
    9. a broadcast notification module to facilitate transmission of a plurality of broadcast notification messages in a particular transmission sequence to said at least one other communication unit, wherein said broadcast notification messages notify said at least one other communication unit of a pending broadcast message; and
    13. a broadcast transmission module to facilitate transmission of said pending broadcast message to said at least one other communication unit subsequent to transmission of said plurality of broadcast notification messages within said transmission sequence.
1. 2. The unit of claim 1 wherein each said broadcast notification message includes an identifier indicating a position of that notification message within said transmission sequence.
1. 3. The unit of claim 2 wherein said broadcast notification module includes a transmission sequence module to facilitate transmission of each broadcast notification message at a particular time interval and in accordance with said position of that notification message within said transmission sequence indicated by said identifier associated with that notification message.
1. 4. The unit of claim 1 wherein said transmitter transmits said outgoing message in the form of radio signals.

1           5.       The unit of claim 1 wherein said receiver receives said incoming message in  
2           the form of radio signals.

1           6.       The unit of claim 2 wherein said processor further includes:  
2           a notification reception module to facilitate reception of said broadcast notification  
3           messages and to determine a reception time for said pending broadcast message based on said  
4           identifier of each received broadcast notification message; and  
5           a broadcast reception module to facilitate reception of said pending broadcast message  
6           by said determined reception time.

1           7.       The unit of claim 2 wherein said network includes a reservation channel for  
2           conveyance of data channel reservation information and at least one data channel for  
3           conveyance of data, and wherein said communication unit transmits said broadcast  
4           notification messages over said reservation channel and transmits said pending broadcast  
5           message over a data channel indicated in said transmitted broadcast notification messages.

1           8.       The unit of claim 1 wherein said processor further includes a transmission  
2           control module to store said pending broadcast message in a storage unit in response to said  
3           communication unit transmitting or receiving another broadcast message.

1           9.       The unit of claim 2 wherein said processor further includes a message control  
2           module to prioritize transmission of said pending broadcast message with respect to other  
3           messages received from said network, said message control module including:

4           a broadcast notification handler to generate a corresponding processor task to process  
5           a broadcast notification message received from a new network source and to provide a  
6           broadcast notification message received from said network and associated with an existing  
7           processor task to that task to facilitate processing of said received broadcast notification  
8           message;

9           a network message handler to process a network message associated with a network  
10          message notification received from said network in response to determining that said

11        associated network message can be processed within an interval prior to transmission of said  
12        pending broadcast message; and

13            a network message module to facilitate transmission of an acknowledgment in  
14        response to receiving said associated network message from said network.

1            10.        The unit of claim 2 wherein said processor further includes a message control  
2        module to prioritize reception of a first broadcast message with respect to processing of other  
3        messages, said message control module including:

4            a broadcast message handler to facilitate transmission of a second broadcast message  
5        and to store said second broadcast message in a storage unit for subsequent transmission in  
6        response to current processing for reception of said first broadcast message;

7            a broadcast notification handler to generate a corresponding processor task to process  
8        a broadcast notification message received from a new network source and to provide a  
9        broadcast notification message received from said network and associated with an existing  
10      processor task to that task for processing of said received broadcast notification message;

11            a network message handler to process a network message associated with a message  
12        notification received from said network in response to determining that said associated  
13        network message can be processed within an interval prior to reception of each broadcast  
14        message associated with a received broadcast notification message corresponding to an  
15        existing processor task; and

16            a network message module to facilitate transmission of an acknowledgment in  
17        response to receiving said associated network message from said network.

1            11.        The unit of claim 6 wherein said notification reception module includes a  
2        message control module to prioritize transmission and reception of broadcast messages, and  
3        wherein said message control module includes a transmission interrupt module to interrupt  
4        transmission of a first broadcast message and store said first broadcast message in a storage  
5        unit for subsequent transmission in response to determining that a second broadcast message  
6        associated with a broadcast notification message received from said network can be received  
7        within an interval prior to transmission of said first broadcast message.

1           12. The unit of claim 1 wherein said processor further includes a message quantity  
2           module to dynamically determine a quantity of broadcast notification messages to transmit  
3           prior to transmission of said pending broadcast message based on network parameters.

1           13. In a communications network, a method of transmitting and receiving  
2           broadcast messages within said network comprising the steps of:

3           (a) transmitting a plurality of broadcast notification messages in a particular  
4           transmission sequence to at least one communication unit within said network, wherein said  
5           broadcast notification messages notify said at least one communication unit of a pending  
6           broadcast message; and

7           (b) transmitting said pending broadcast message to said at least one  
8           communication unit subsequent to transmission of said plurality of broadcast notification  
9           messages within said transmission sequence.

1           14. The method of claim 13 wherein each said broadcast notification message  
2           includes an identifier indicating a position of that notification message within said  
3           transmission sequence.

1           15. The method of claim 14 wherein step (a) further includes:

2           (a.1) transmitting each broadcast notification message at a particular time interval  
3           and in accordance with said position of that notification message within said transmission  
4           sequence indicated by said identifier associated with that notification message.

1           16. The method of claim 13 wherein said broadcast notification and broadcast  
2           messages are transmitted in the form of radio signals.

1           17. The method of claim 14 further including the steps of:

2           (c) receiving said broadcast notification messages at said at least one  
3           communication unit and determining a reception time for said pending broadcast message  
4           based on said identifier of each received broadcast notification message; and

5 (d) receiving said pending broadcast message at said at least one communication  
6 unit by said determined reception time.

1 18. The method of claim 17 wherein said broadcast notification and broadcast  
2 messages are received in the form of radio signals.

1 19. The method of claim 14 wherein said network includes a reservation channel  
2 for conveyance of data channel reservation information and at least one data channel for  
3 conveyance of data, and wherein step (a) further includes:

4 (a.1) transmitting said broadcast notification messages over said reservation channel  
5 and transmitting said pending broadcast message over a data channel indicated in said  
6 transmitted broadcast notification messages.

1 20. The method of claim 13 wherein step (a) further includes:

2 (a.1) storing said pending broadcast message in a storage unit in response to  
3 transmitting or receiving another broadcast message.

1 21. The method of claim 14 wherein step (a) further includes:

2 (a.1) prioritizing transmission of said pending broadcast message with respect to  
3 other messages received from said network, wherein step (a.1) further includes:

4 (a.1.1) generating a corresponding processor task to process a broadcast  
5 notification message received from a new network source and providing a broadcast  
6 notification message received from said network and associated with an existing processor  
7 task to that task to facilitate processing of said received broadcast notification message;

8 (a.1.2) processing a network message associated with a network message  
9 notification received from said network in response to determining that said associated  
10 network message can be processed within an interval prior to transmission of said pending  
11 broadcast message; and

12 (a.1.3) transmitting an acknowledgment in response to receiving said  
13 associated network message from said network.

- 1                   22. The method of claim 17 wherein step (c) further includes:
- 2                   (c.1) prioritizing reception of a first broadcast message with respect to processing
- 3                   of other messages, wherein step (c.1) further includes:
- 4                   (c.1.1) facilitating transmission of a second broadcast message and storing said
- 5                   second broadcast message in a storage unit for subsequent transmission in response to current
- 6                   processing for reception of said first broadcast message;
- 7                   (c.1.2) generating a corresponding processor task to process a broadcast
- 8                   notification message received from a new network source and providing a broadcast
- 9                   notification message received from said network and associated with an existing processor
- 10                  task to that task for processing of said received broadcast notification message;
- 11                  (c.1.3) processing a network message associated with a message notification
- 12                  received from said network in response to determining that said associated network message
- 13                  can be processed within an interval prior to reception of each broadcast message associated
- 14                  with a received broadcast notification message corresponding to an existing processor task;
- 15                  and
- 16                  (c.1.4) transmitting an acknowledgment in response to receiving said
- 17                  associated network message from said network.

- 1                   23. The method of claim 17 wherein step (c) further includes:
- 2                   (c.1) prioritizing transmission and reception of broadcast messages, wherein step
- 3                   (c.1) further includes:
- 4                   (c.1.1) interrupting transmission of a first broadcast message and storing said
- 5                   first broadcast message in a storage unit for subsequent transmission in response to
- 6                   determining that a second broadcast message associated with a broadcast notification message
- 7                   received from said network can be received within an interval prior to transmission of said
- 8                   first broadcast message.

- 1                   24. The method of claim 13 wherein step (a) further includes:
- 2                   (a.1) dynamically determining a quantity of broadcast notification messages to
- 3                   transmit prior to transmission of said pending broadcast message based on network
- 4                   parameters.

1           25. In a communications network, a communication unit to transmit and receive  
2 messages within said network comprising:

3           a transmitter to transmit an outgoing message to at least one other communication  
4 unit within said network;

5           a receiver to receive an incoming message from at least one other communication unit  
6 within said network; and

7           a processor to control said transmission and reception of said outgoing and incoming  
8 messages, wherein said processor includes:

9           a notification module to facilitate transmission of a plurality of notification  
10 messages in a particular transmission sequence to said at least one other communication unit,  
11 wherein said notification messages notify said at least one other communication unit of a  
12 pending message; and

13           a transmission module to facilitate transmission of said pending message to  
14 said at least one other communication unit subsequent to transmission of said plurality of  
15 notification messages within said transmission sequence.

1           26. The unit of claim 25 wherein each said notification message includes an  
2 identifier indicating a position of that notification message within said transmission sequence.

1           27. The unit of claim 25 wherein said pending message is a broadcast message.

1           28. The unit of claim 26 wherein said processor further includes:

2           a notification reception module to facilitate reception of said notification messages and  
3 to determine a reception time for said pending message based on said identifier of each  
4 received notification message; and

5           a reception module to facilitate reception of said pending message by said determined  
6 reception time.

1           29. In a communications network, a method of transmitting and receiving  
2 messages comprising the steps of:

1           30. The method of claim 29 wherein each said notification message includes an  
2 identifier indicating a position of that notification message within said transmission sequence.

31. The method of claim 29 wherein said pending message is a broadcast message.

32. The method of claim 30 further including the steps of:

2 (c) receiving said notification messages at said at least one communication unit  
3 and determining a reception time for said pending message based on said identifier of each  
4 received notification message; and

5 (d) receiving at said at least one communication unit said pending message by said  
6 determined reception time.

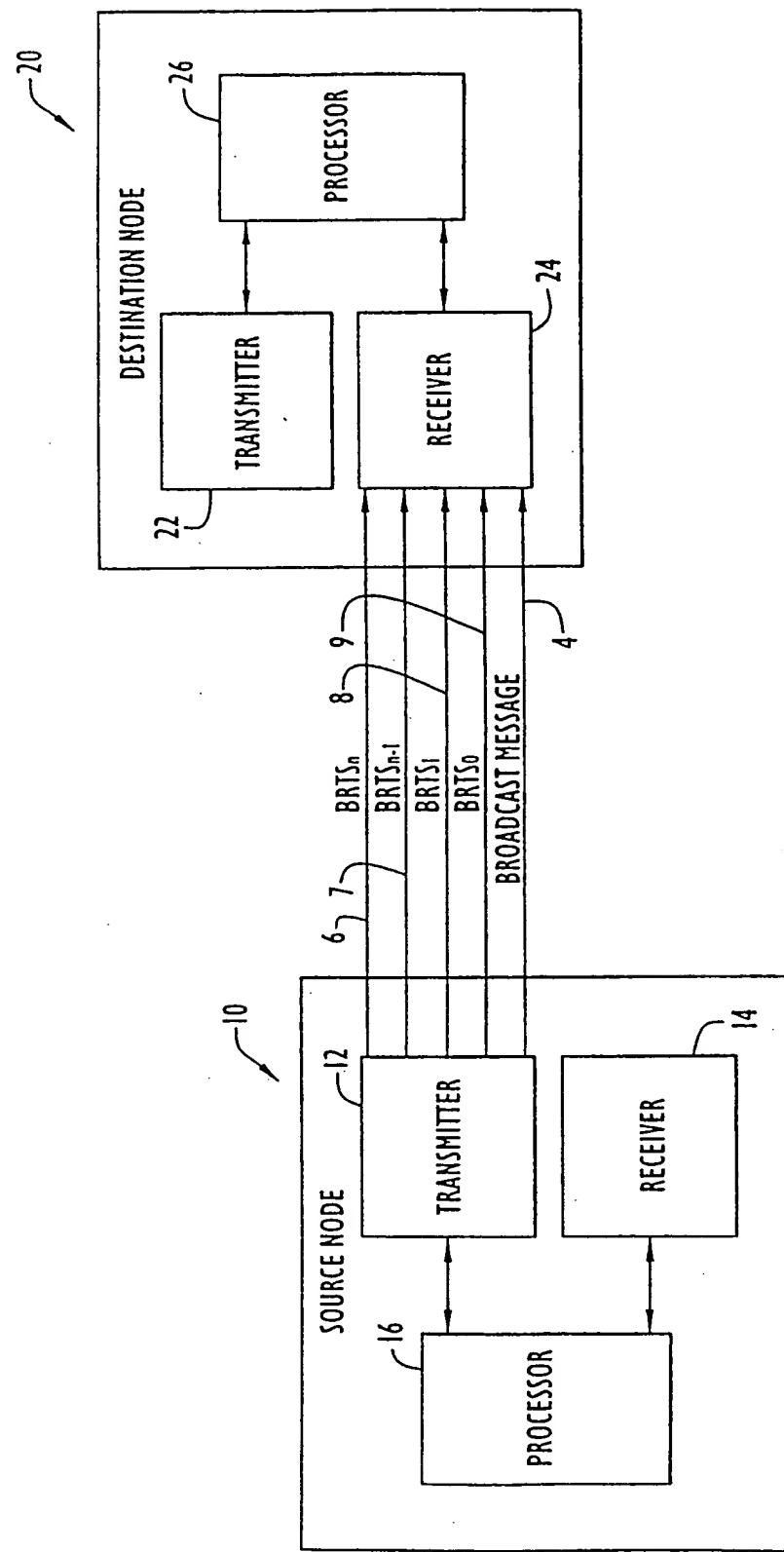


FIG. 1

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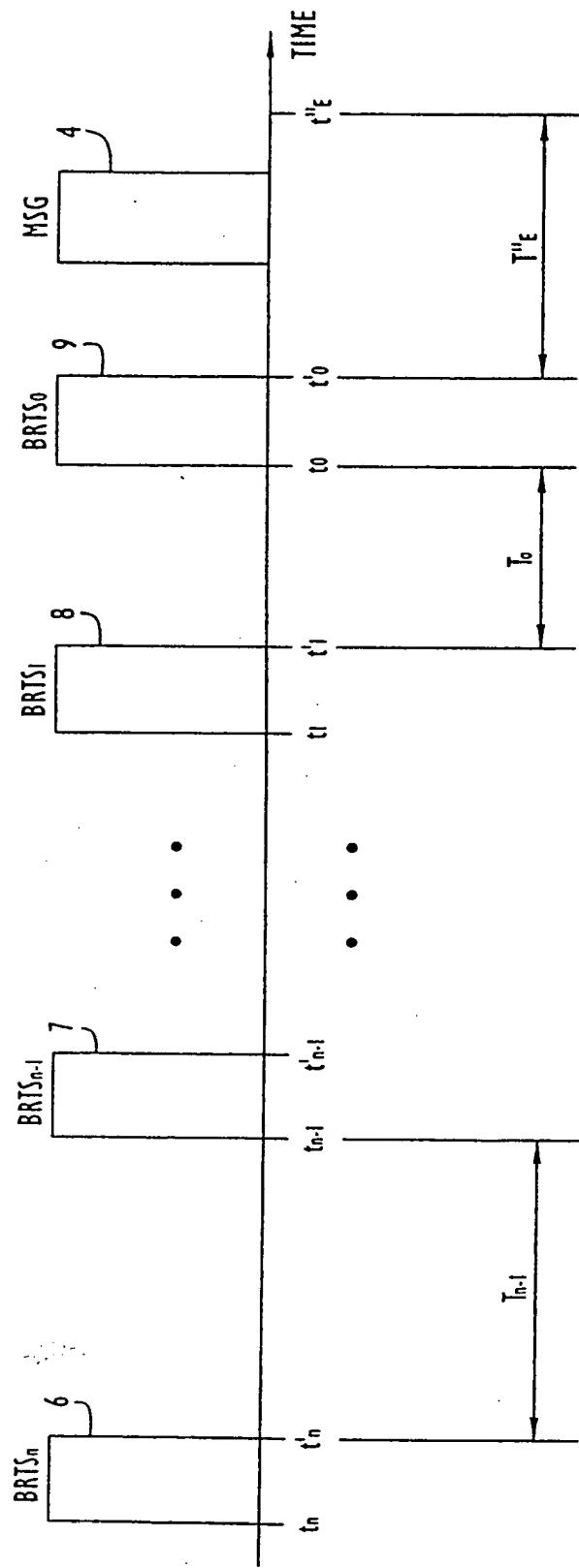


FIG.2

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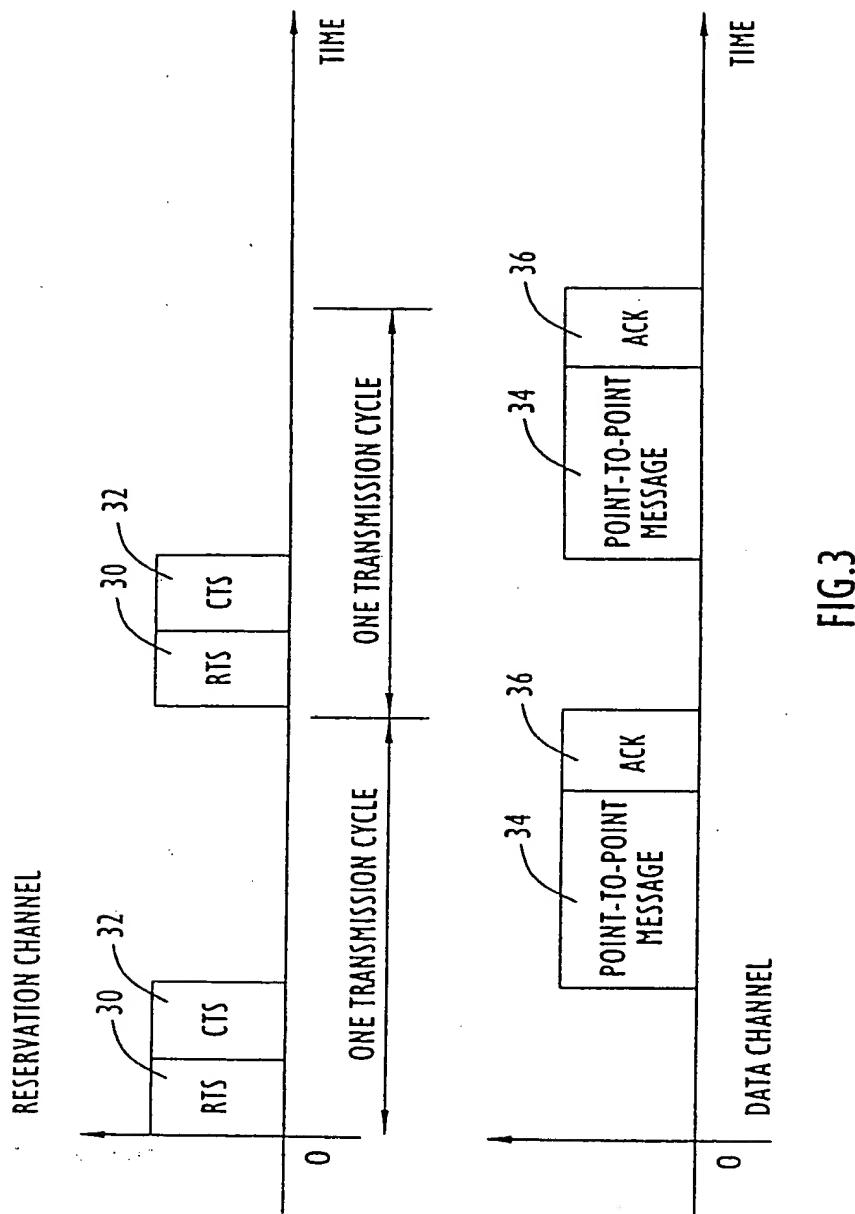


FIG.3

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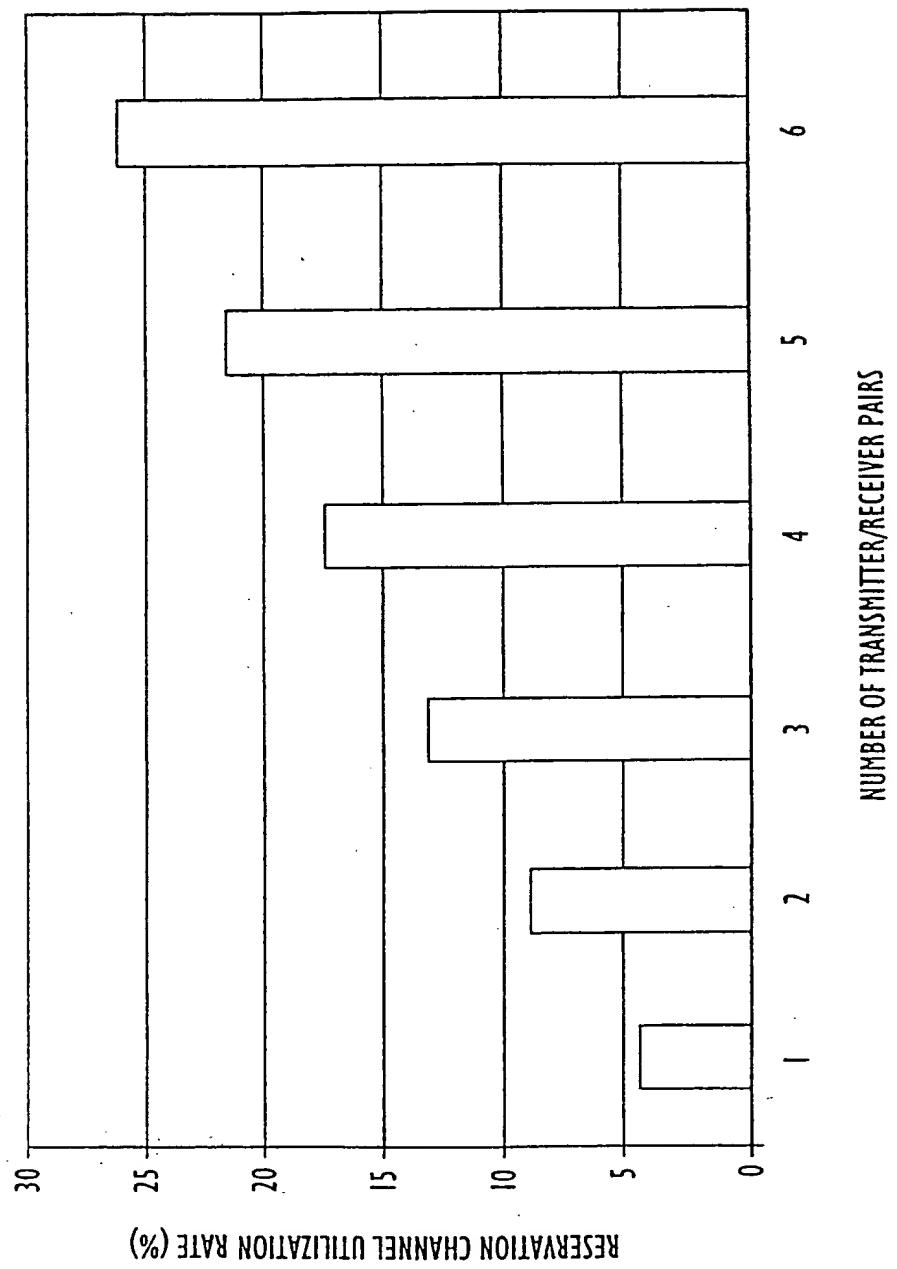


FIG.4

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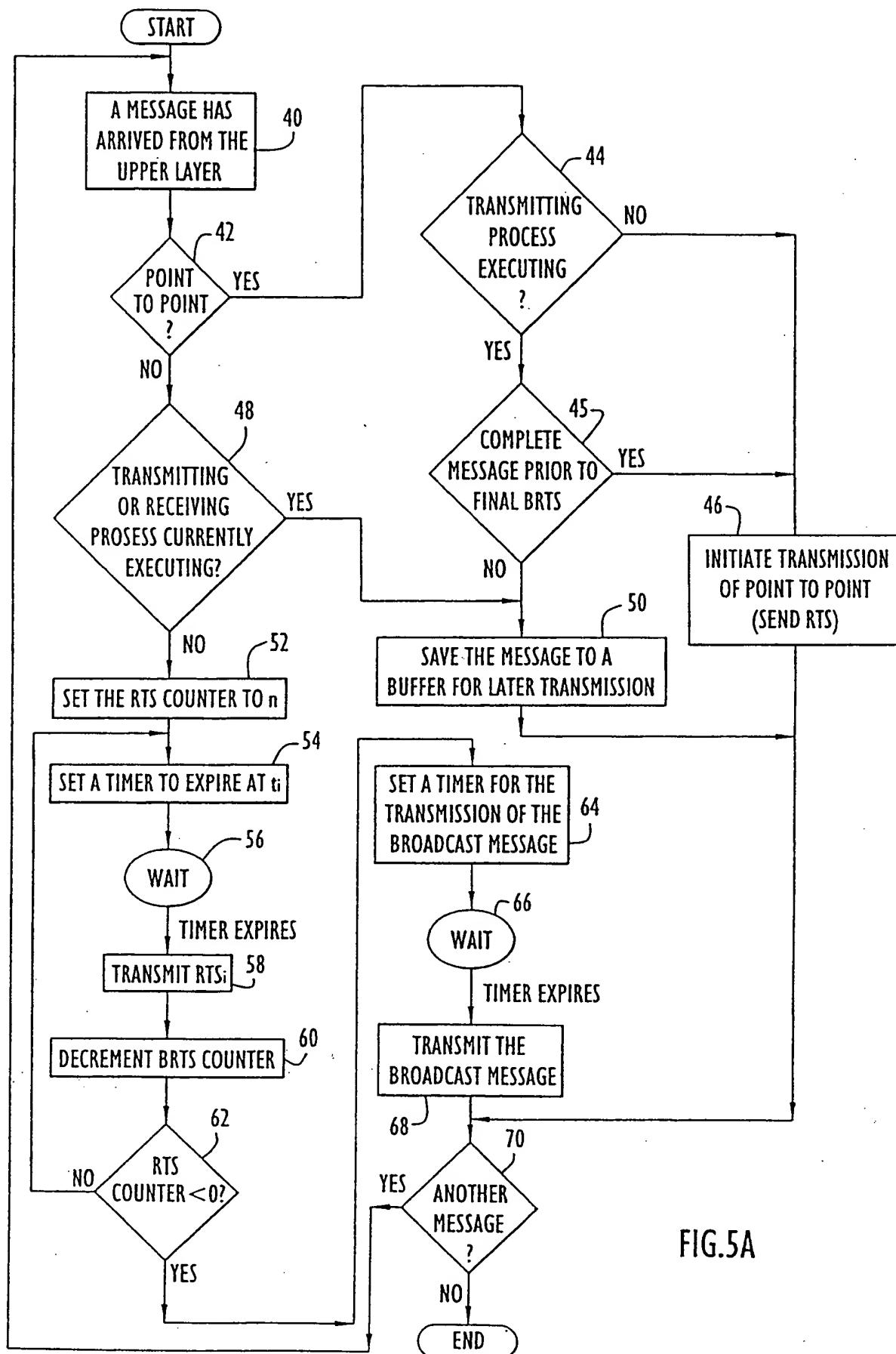


FIG.5A

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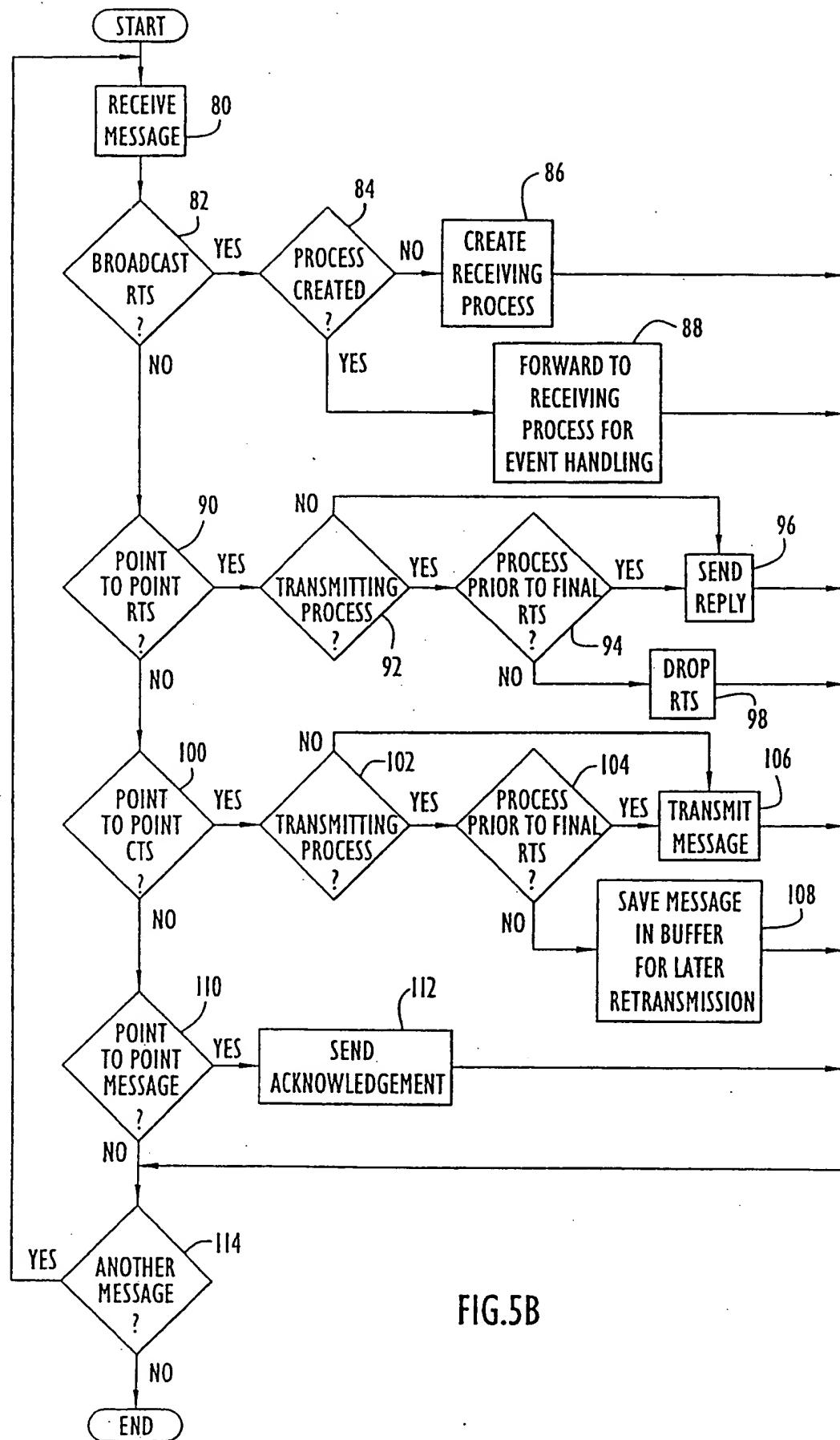


FIG.5B

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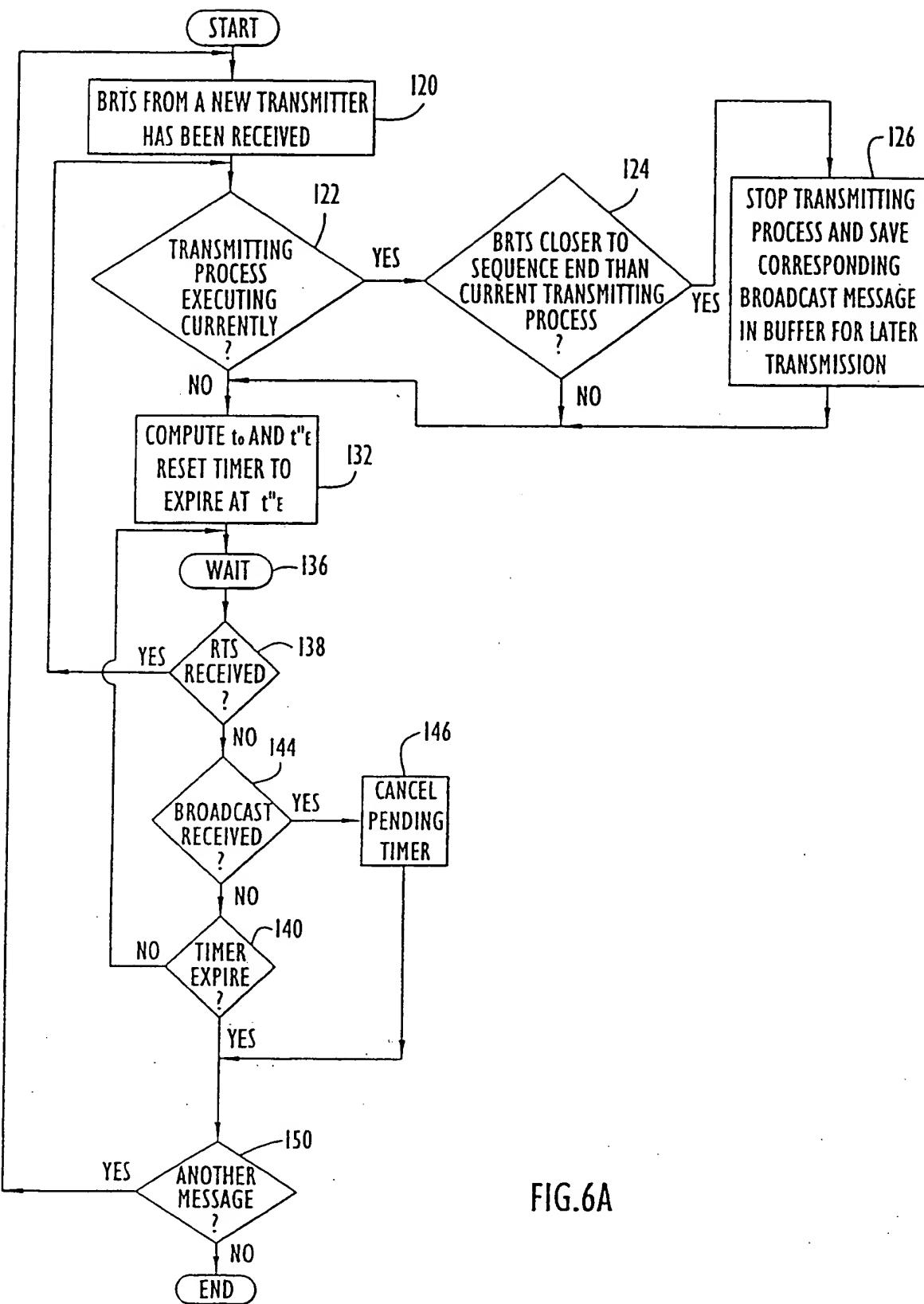


FIG.6A

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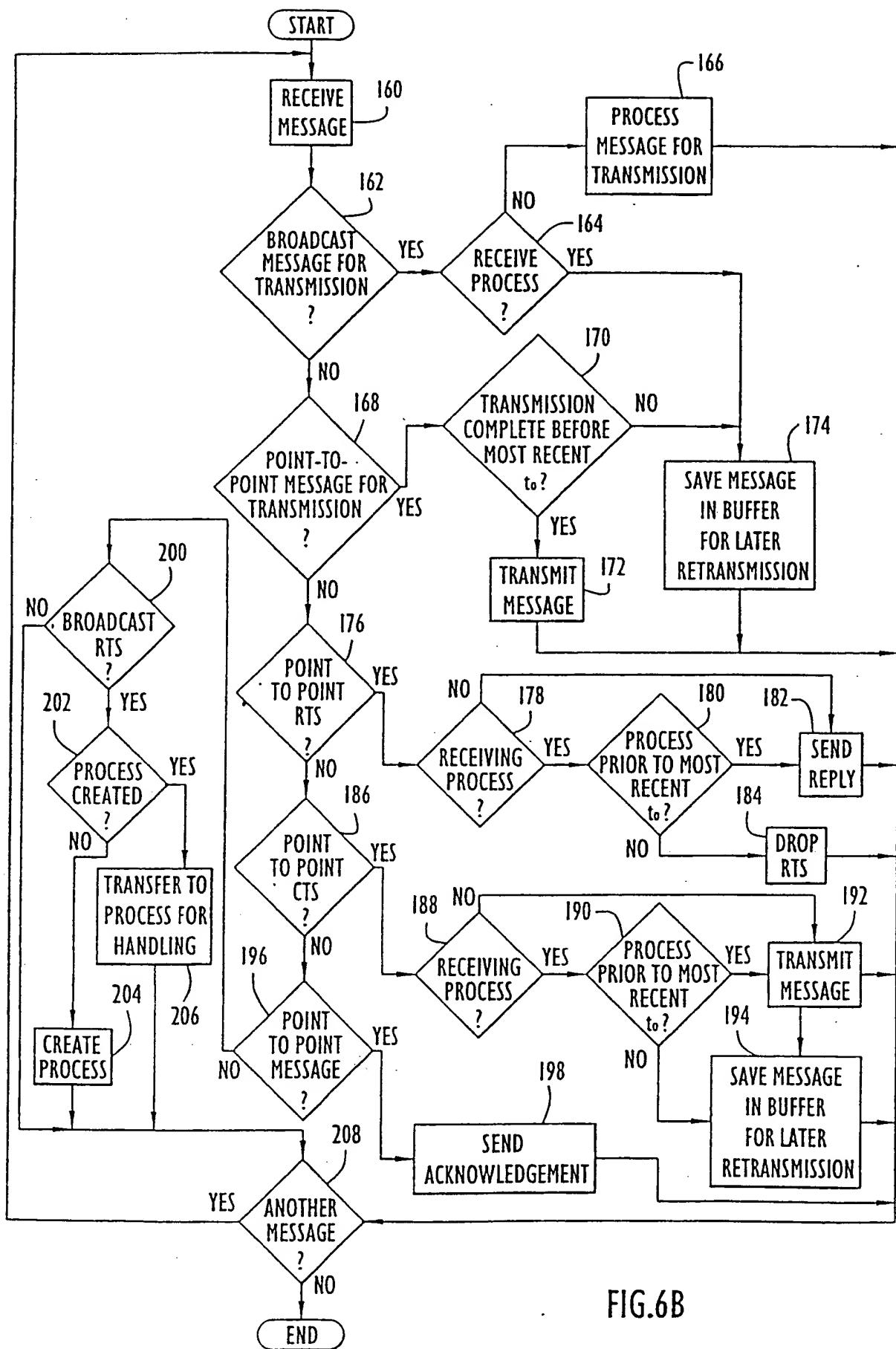
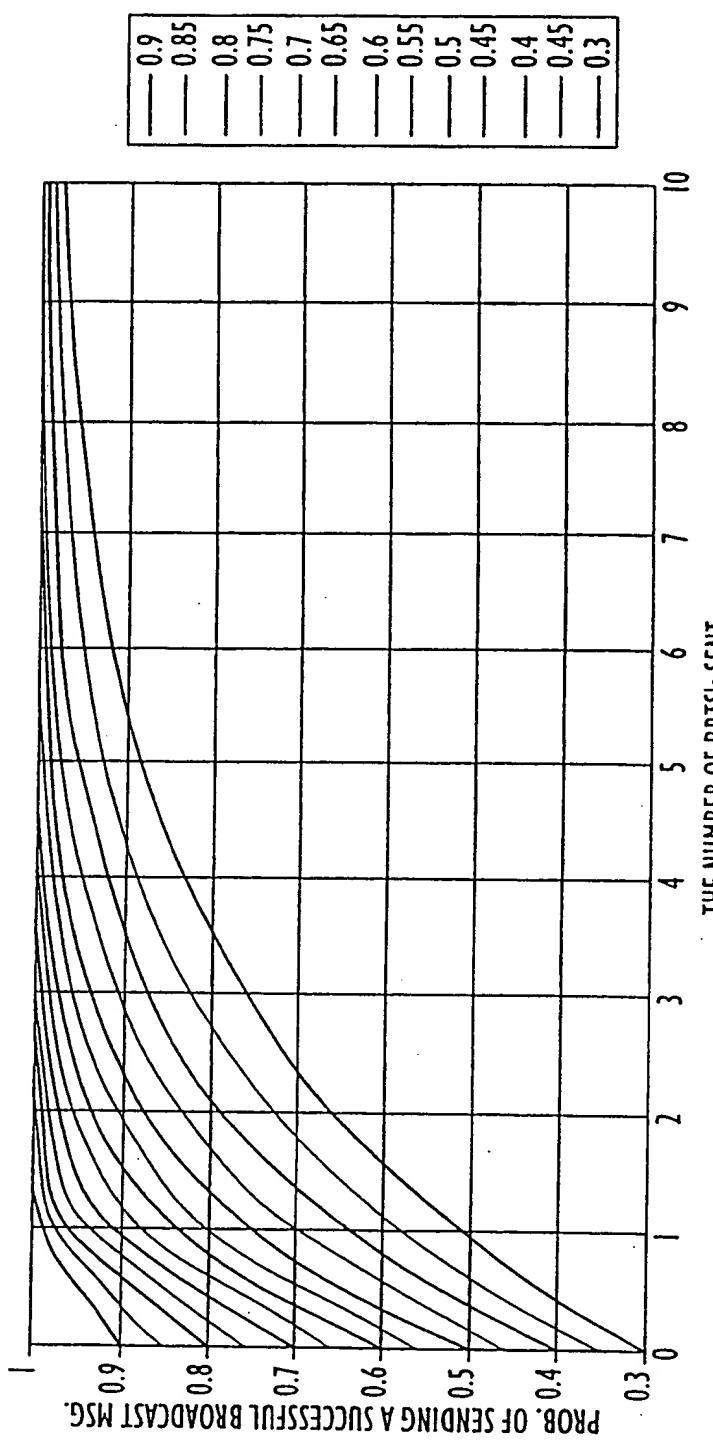


FIG.6B

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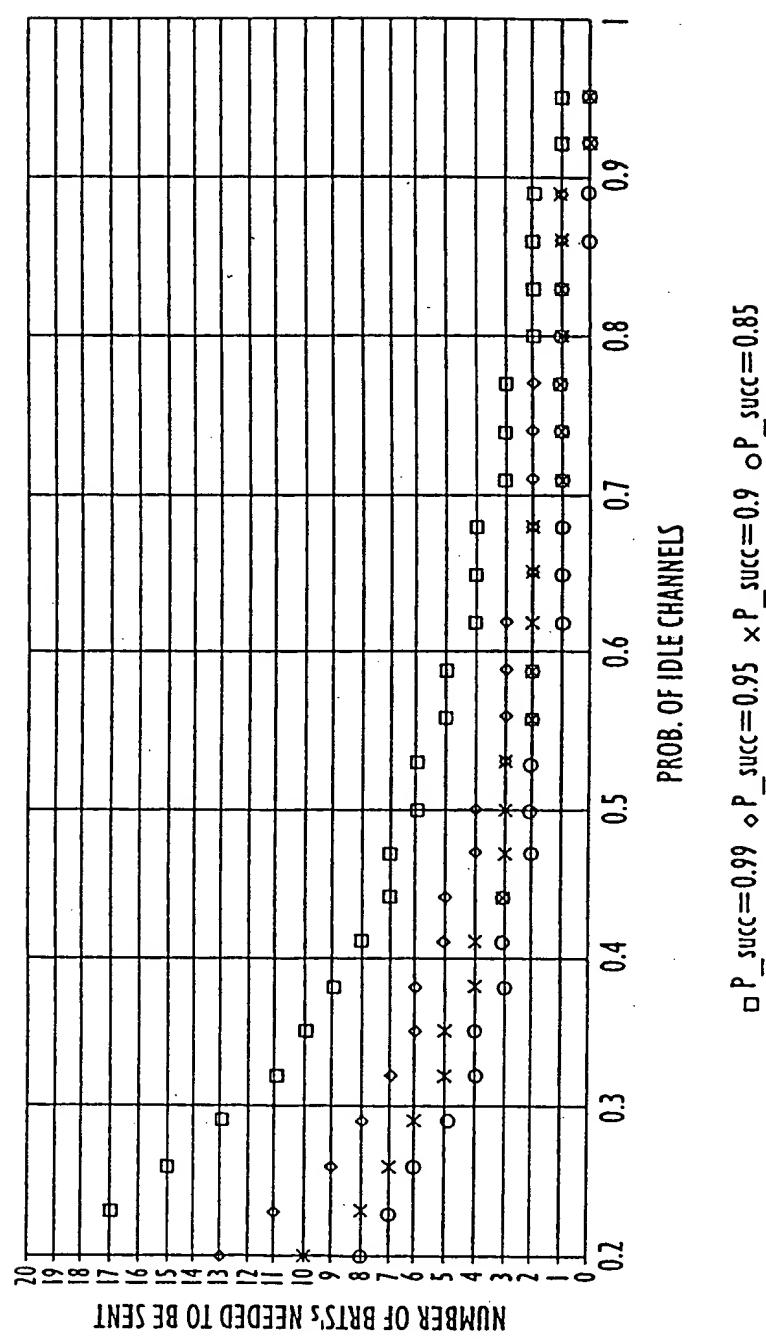


FIG.8

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